PALE NIGHT

The figure standing before you emanates an aura of disquieting calm. While she cuts the silhouette of a beautiful humanoid creature, it's impossible to see any surface area of her physical body due to the shroud of pure white cloth that flows to-and-fro as if caught in an omnidirectional breeze. As the woman hovers into the air, she speaks with a voice, quiet as a whisper, but with the authority to move mountains.

Mother of Demons. Pale Night very well might be the oldest creature currently living within The Abyss, and possibly even the multiverse itself. There is much conflicting information about this enigmatic demoness, though one thing is certain, she is feared by all, even other demons. Pale Night is an Obyrith, a species of demon that is all but extinct. During their time in power, an age long before the first mortal drew breath, the Obryiths were the uncontested masters of The Abyss. As their ambition grew, eventually, they were hunted relentlessly by the Eladrin and

other celestials intent on purging their dark influence from the multiverse. Despite this, Pale Night survived. She chose to bide her time, lurking in unseen places, methodically plotting her next move. Many believe it was Pale Night that gave rise to the first among the current population of demons living within The Abyss. She is said to be the mother of Graz'zt, among several other demon lords.

Veiled Madness. Pale Night's true form is something so horrific, so unbelievably wrong, that reality itself simply rejects her appearance. The veil that covers her entire body is a magical and cosmic effect put in place by the laws of the multiverse in order to prevent her from spilling out and corrupting everything around her. She is able to temporarily suppress this veil, however, it takes a tremendous amount of willpower meaning it is only possible to do so for mere moments. Some scholars believe the veil itself is some kind of divine being that came to be as a response to Pale Night's presence, however, this is still a subject of much debate. Most creatures who lay eyes upon her true form die instantly, and those who survive find it impossible to describe what they've seen. In many cases their memory simply lapses due to the fact that their brain is incapable of rationalising whatever it is that lies beyond the veil, and those who do retain even minor, inconsequential bits of information are typically rendered completely mad.

Winds of Change. The way Pale Night might react to an intruder within her realm is nearly impossible to predict. She is capricious and prone to flights of fancy that don't seem to follow any observable pattern. Sometimes she considers the mere act of a mortal speaking to her to be a sin worth of painful destruction. Other times, she seems completely aloof, and rarely, she even enjoys conversation with others, sending them on errands that typically involve the death of an enemy or rival demon in The Abyss. Whether this is just her chaotic nature as a demon lord made manifest, or the result of some unknown insight Pale Night possesses, it makes her a volatile entity to interact with.

Silent Cults. Like all demon lords, Pale Night has cultists on the Material Plane that worship her as a god. Unlike most other demon lords, she doesn't seek out or even interact with any of her cultists with almost no exception. Cults of Pale Night are typically focused on gaining access to her domain so that they might present themselves as humble servants to act in her service. Many cultists fantasise about being wrapped in her shroud and transformed into a shrouded knight in their lady's service.

Pale Night's Lair

Pale Night makes her lair in the Bone Citadel, a massive structure crafted from countless pristine hand and finger bones. The citadel is hidden at the centre of the 600th layer of the Abyss, a massive maze occupied by the demon lord Baphomet. Pale Night and Baphomet aren't exactly allies, but they do have a longstanding non aggression pact that has yet to be broken by either of the two archdemons. Pale Night rarely ventures out of the Bone citadel, though she will emerge on occasion to defend against a threat made towards Baphomet's domain. She doesn't do this for any altruistic reason, but simply because she understands that if Baphomet's domain is

overrun it likely means problems for her to deal with in the future. Pale Night's lair is decorated with sculptures made from bone and creatures she has trapped in stasis. The perimeter is patrolled by all manner of skeletal creatures.

Lair Actions

On initiative count 20 (losing initiative ties), pale night takes a lair action to cause one of the following effects; pale night can't use the same effect two rounds in a row:

- Pale Night disappears into the Ethereal Plane and moves up to 80 feet in any direction, exiting the Ethereal Plane in this new location at the start of her next turn.
- A massive hand made from bone emerges from the floor and attempts to grab a single creature. The target must succeed on a DC 15 Dexterity Saving Throw or be grappled (escape DC 15) by the hand.
- 1d4 crawling claws emerge from the citadel's walls and attack Pale Night's enemies.

Regional Effects

The region containing Pale Night's lair is warped by her magic, which creates one or more of the following effects:

- The bones of all creatures who die within 6 miles of the lair rise as undead skeletal minions 1d4 hours after the creature's death.
- Creatures within 6 miles of the lair feel their bones start to ache.
- If a humanoid spends at least 1 hour within 1 mile of the lair, that creature must succeed on a DC 23 Wisdom saving throw or descend into a madness determined by the Madness of Pale Night table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If Pale Night dies, all regional effects end over the course of 1d10 days.

Madness of Pale Night

If a creature goes mad in Pale Night's lair or within line of sight of the demon lord, roll on the Madness of Pale Night table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

Madness of Pale Night

d100	Flaw (lasts until, cured)
01-20	"Mortals are worthless in the grand scheme of the cosmos!"
21-40	"I must hide myself from the world. Don't look at me!"

41-60	“My mood swings like the pendulum on a grandfather clock.”
61-80	“My skeleton is practically screaming to get out of my body. I don’t know how long I can keep it from escaping.”
81-00	“I must look beyond the veil, I must know what secret the demon mother keeps!”

Pale Night

Medium Fiend (Demon), Chaotic Evil

Armour Class - 20
Hit Points - 345 (30d8 + 210)
Speed - 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15	30	25	24	27	30
+2	+10	+7	+7	+8	+10

Saving Throws STR +10, DEX +18, WIS +16, CHA +18
Skills Arcana +23, Deception +18, History +23, Insight +16, Intimidate +18, Perception +16, Persuasion +18, Stealth +18, Performance (sing) +18
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 26
Languages Abyssal, Common, telepathy (120 ft.)
Challenge 26 (90,000 XP)

Proficiency Bonus +8

Traits

Chaos Incarnate.
Any creature who attempts to read Pale Night’s thoughts must succeed on a DC 30 Charisma Saving Throw or suffer the effects of the *confusion* spell indefinitely. The creature can attempt another saving throw each day at dawn.

Ethereal Sight.
Pale Night can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement.
Pale Night can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Legendary Resistance (3/Day).
If Pale Night fails a saving throw, she can choose to succeed instead.

Magic Resistance.
Pale Night has advantage on saving throws against spells and other magical effects.

Truth Beyond the Veil.
Pale Night's true form is one of such unimaginable horror that reality itself refuses to accept it. Her shroud is a magical effect that keeps her true form concealed at all times. It can't be destroyed by anything short of a wish spell, and even then, it is automatically restored after 1 hour. If a creature attempts to look beneath the shroud, the shroud moves, as if by some intelligence, to prevent anyone from seeing what lies beneath. If the shroud is forcibly removed or pulled aside, any creature within 30 feet who looks at Pale Night's true form must succeed on a DC 30 Charisma Saving Throw or instantly die. A creature who succeeds on this saving throw, or who dies and is revived, has no recollection of what they saw, but is left with an unshakable feeling of looming dread that follows them for the rest of their life.

Actions

Multiattack.
Pale Night makes two incorporeal touch attacks

Incorporeal Touch.
Melee Weapon Attack: +18 to hit, reach 5 ft., one creature.
Hit: 32 (4d10 + 10) necrotic damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Embrace (3/Day).
Pale Night embraces a creature in her shroud. If the target is large or smaller, they must make a DC 26 Constitution Saving Throw or become stunned until the end of their next turn. If the creature fails their save by 5 or more they are petrified. While petrified in this way the creature is still aware of its surroundings and it is not turned to stone, instead, their physical body becomes incorporeal and details of their form are obscured by a billowing shroud. If the creature is cured of its petrification it is able to behave normally, however, its body is still incorporeal and wrapped in a magical shroud.

Revelation of Truth (1/Day).
Pale night suppresses her veil, revealing her true form. All creatures within 30 feet that can see may attempt a DC 24 Dexterity Saving Throw in order to avert their eyes. A creature who

succeeds in averting their eyes is blind until the end of their next turn. Any creatures who fail or choose to look must succeed on a DC 30 Charisma Saving Throw or instantly die.

Innate Spellcasting.
Pale Night's innate spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

• At will: *astral projection, blight, confusion, detect evil and good, dispel magic (6th level), magic jar (using her shroud as the vessel), telekinesis*
• 3/day each: *water breathing*
• 1/day each: *imprisonment*

Legendary Actions

Pale Night can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Pale Night regains spent legendary actions at the start of its turn.

Move. Pale Night moves up to her maximum speed without provoking attacks of opportunity.

Touch. Pale Night makes an incorporeal touch attack.

Cast a Spell (Costs 2 Actions). Pale Night casts a spell.

SHROUDED KNIGHT

The shrouded creature before you evokes the silhouette of a knight on horseback cloaked in a veil of white cloth leaving nothing truly visible aside from the suggestion of the knight beneath. The truth of what lies beyond the veil, however, is much more horrific.

Unified Horror. When Pale Night traps a creature in her embrace they are often doomed to languish in solitude for eternity as decoration in the Bone Citadel, however, that fate is not always the end. In some cases Pale Night might choose to transform one of these creatures into a demon known as a shrouded knight. These demons appear to be a knight on horseback wrapped in a shroud, much the same as their mother, but the truth is something much more unsettling. The shrouded knight is a single entity, not two creatures. While it takes on this familiar outline, the creature beneath the veil is a single demonic horror that, while only possessing a fraction of Pale Night's essence, is likewise rejected by reality for the wrongness of their form. While their true form is not as impossible to take in as Pale Night herself,

their presence is sure to sow chaos and turmoil within the areas of the multiverse they occupy.

Knight's Loyalty. Shrouded knights are absolutely loyal to their creator, Pale Night. They are most typically found defending her lair, the Bone Citadel, but sometimes they are found in other layers of the Abyss acting on behalf of their master. Due to the fact that they most often do battle within the areas of Baphomet's maze that surround the Bone Citadel, they are extremely gifted trackers and incredible at riding down individual targets.

Shrouded Knight

Large Fiend (Demon), Chaotic Evil

Armour Class - 17 (natural armor)
Hit Points - 133 (15d10 + 45)
Speed - 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20	20	17	16	14	20
+5	+5	+3	+3	+2	+5

Saving Throws DEX +9, INT+7, CHA +9
Skills Perception +6, Stealth +9
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., truesight 15 ft., passive Perception 16
Languages Understands Abyssal and Common, but does not speak
Challenge 12 (8,400 XP)

Proficiency Bonus +4

Traits

Ethereal Sight.
The shrouded knight can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement.
The shrouded knight can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance.
The shrouded knight has advantage on saving throws against spells and other magical effects.

Trampling Charge.
If the shrouded knight moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the shrouded knight can make another attack with its hooves against it as a bonus action.

Actions

Multiattack.
The shrouded knight uses its lesser revelation. It also attacks three times; once with its hooves and twice with its lance.

Hunter's Lance.
Melee Weapon Attack: +9 to hit, reach 10 ft., one target.
Hit: 11 (1d12 + 5) piercing damage plus 19 (3d12) necrotic damage. If the target is a creature, the shrouded knight knows its precise location for the next 24 hours as long as it is on the same plane of existence as the creature hit by this attack.

Hooves.
Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 10 (2d4 + 5) bludgeoning damage plus 19 (3d12) necrotic damage.

Lesser Revelation.
The shrouded knight suppresses its veil, revealing its true form. All creatures within 30 feet that can see may attempt a DC 17 Dexterity Saving Throw in order to avert their eyes. A creature who succeeds in averting their eyes is blind until the end of their next turn. Any creatures who fail or choose to look must succeed on a DC 20 Charisma Saving Throw or Be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this shrouded knight's lesser revelation for the next 24 hours.

Hunter's Maze (1/Day).
The shrouded knight banishes itself, and a creature it can see within 60 feet, into a labyrinthine demiplane. Both creatures remain there for 10 minutes, or until the target escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence Saving Throw. If it succeeds, it escapes (a minotaur or goristro demon automatically succeeds). When the target escapes, it reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

The shrouded knight can use its action to try and find the target within the maze. When it does so, it makes a DC 15 Intelligence Saving Throw. If it succeeds, it finds the target and is able to make an attack with its lance. It automatically succeeds on this check if the target's location is known to the shrouded knight. When the target escapes, the shrouded knight appears in the space it left or, if that space is occupied, in the nearest unoccupied space at the start of its next turn.